Wayne A. Rowcliffe

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Skills

- Client / Server style application development.
- Concurrent / Distributed Programming
- Seven years experience working with / administrating Linux systems.
- Languages: Java · Python · C · C++ · Javascript · CSS · SQL
- Libraries: Android · Qt · GTK · Twisted · Servlets · Boost · Protocol Buffers · Mocker · JUnit

Education

Iowa State University Ames, IA, U.S.A. • Bachelor of Science: Software Engineering, 2011
Cumulative GPA: 3.98/4.00

Work History

Priority 5 (2012–Present)
Software Engineer

- Worked in an Agile environment developing security and disaster response software.
- Analyzed user requirements to create workflows for a security triage environment.
- Created UIs in Qt, simulation software in C++ / Boost, REST server in Python with Twisted.

Triux LLC (2011–2012)
Android Developer

- Developed responsive, user-friendly apps for various clients.
- Designed UI and UX for Android applications.

Iowa State University (2010)
Research Assistant

- Created libraries to make design patterns concurrent.
- Wrote code to dynamically create Java bytecode at runtime.

Iowa State University (2009–2011)
Computer Science T.A.

- Wrote grading framework and grading scripts for homework assignments.
- Tutored students regarding Object Oriented programming and Data Structures.
- Led recitation for CS228: Data Structures.

Publications

Concurrency by modularity: design patterns, a case in point
Authors: Hridesh Rajan, Steven M. Kautz, Wayne Rowcliffe
Conference: OOPSLA, pp. 790–805, 2010

Almost free concurrency! (using GOF patterns)
Authors: Sean L. Mooney, Hridesh Rajan, Steven M. Kautz, Wayne Rowcliffe
Conference: OOPSLA, pp. 249–250, 2010

Honors and Awards

- Graduated Summa Cum Laude / Top 2% of the Engineering College
- Finalist in the National Merit Scholarship competition. Awarded an ISU Merit Scholarship.
- Valedictorian of Osage High School class of 2007.

Projects

- Created and published 'Recipebox', a recipe tracking app for Android. (2012)
- Built a Gmail notification application for Linux using Vala. (2011)
- Designed and Analyzed an implementation of Strassen's Algorithm on a mesh network. (2011)
- Approximated solutions to the Traveling Salesman Problem using Ant Colony Optimization. (2010)
- Developed a Client/Server-style multi-threaded Cellular Automaton simulator. (2010)
- Enabled the dynamic creation of Java bytecode for concurrent design patterns. (2010)
- Created a framework for Automated Grading of students' code using JUnit API. (2009–2010)
- Designed and Implemented a Client/Server-style multi-threaded BitTorrent Application. (2009–2010)
- Worked in a group of four to create a Network-based Collaborative Document Editor. (2009)